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C&C4 Info

- C&C4 Wallpaper
- C&C4 Screenshots
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Welcome to the DEN Soldier!

Lion's Daily Blurb

- I'm a tad late with regular updates for the daily blurb, but there are times when my life off the net leaves me feeling like a chicken running around without a head, if ya know what I mean. Anyhoot, it was a shocker for me this week when I heard the announcement on TV that Osama Bin Laden is dead. I never thought he would ever be found, but I was wrong. At the very least perhaps this will give some closure to the families who lost loved ones on 9/11. I suppose Osama is enjoying those 72 virgins he gets after death? ...**Lion**

[view](#) | [post comments here](#)



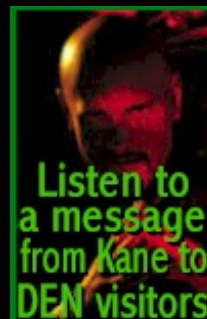
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DEN Features

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- C&C Art by Godwin
- Generals Comics
- Forum Comics
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- Lion Country!
- War Stories
- VG Satomi Art
- Gen Fan Art
- Westwood Tribute
- C&C 1.0 Wallpaper
- Lion's Comp Build

VOTE!

CNC DEN Poll

Should EA develop another 'C&C Renegade' style game?

☐ Yes

☐ No

Saturday, September 3rd, 2011

Mark "Cypher" Kotlyar Interview

Sat - Sep 3, 2011, 1:45 pm [EST] posted by **Lion**

[Community](#)

Yes...I'm still in 'semi-retirement', but wanted to post a news item about an interview **Gamereplays.org** conducted with a friend of mine, Mark "Cypher" Kotlyar. For those of ya new to the world of Command & Conquer, Cypher is the author of the C&C Encyclopedia, a long time member of 'APOC's Army', and a former writer with **Planet CNC**, which is also home to the C&C Encyclopedia. Here's a snip from the interview

- C&C3 Mods
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C&C 3 Info

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Zero Hour

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- Upload Your Map
- Map & Game Scripts
- World Builder Tuts
- Game Replays
- Upload Your Replay
- Desktop Wallpaper
- ZH Utility Files
- ZH Saved Games

ZH Game Info

GameReplays: Name, age, location please.

Cypher: Mark "Cypher" Kotlyar, 28, Israel.

GameReplays: Some background if you will.

Cypher: Well, I'm married with two amazing kids. I've served in the Israeli Navy, on a fast patrol boat and then as a Logistics Officer in the Naval HQ. I retired with the rank of Lieutenant and moved to Home Front Command and am serving as an XO of the HQ Company of a Rescue Regiment, with the rank of Captain. My wife, by the way, is also a Captain in the Army.

My involvement with C&C began when I bought a "collection" CD which included cool games like Sonic, Panzer Dragoon, Epic Megagames and EA's Firefight, and two cool games without movies or music - C&C Red Alert and C&C 95. I actually first played RA, cause I couldn't get C&C to work. And even then, not even all the levels, cause it was buggy. It was actually after Tiberian Sun came out that I got... well, fanatic about C&C. I got the World Wide Warfare pack and replayed everything. With all the movies, music and the works.

That's when I got involved with PlanetCNC, as a features and news writer. And involved with so many arguments about the plots of the various games, and not being bale to stand inaccuracies and basic misunderstandings of logical extrapolations, I started compiling the C&C Encyclopedia.

You can head **HERE** for the full three page interview. Good read for both new and old C&C peeps!

[comments \(4\)](#) | [submit news](#) | [RSS](#) | [Share](#)

Tuesday, April 19th, 2011

Community Spotlight

Tue - Apr 19, 2011, 12:13 pm [EST] posted by Lion

[Community](#)

On the official C&C website **HERE** you'll find some news posted about stuff going on in the C&C community.

Nothing new as yet on the new C&C game in the works. So we wait some more.

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Wednesday, March 16th, 2011

CNCNZ's Tiberium Legos Returns

Wed - Mar 16, 2011, 10:01 am [EST] posted by Lion

[Community](#)

CNCNZ has got a present for ya! After nearly two years, they are bringing back Tiberium Legos. You can watch the teaser video below.

Undecided

Vote Here

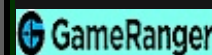
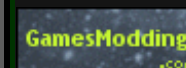
Current Results



Site Affiliates

Partner Sites

-The Ant Farm



play your friends
online 500+ games
ladders - rankings

C&C Affiliates

- CNCNZ
- Planet CNC
- CNC Series
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- C&C Files
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Mod Related

- PPM
- Renegade X
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Non-English C&C

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- Fan Made Maps
- FEATURED Gen Maps!
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Gen Pictures

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Gen Game Info

- Game Strategies!
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Renegade Files

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- Justin Ren Maps
- Ren Map Tutorial
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- Ren Skins!
- Skin Tutorial!
- Misc files
- Movies
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- Wallpapers

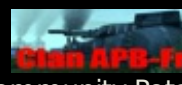
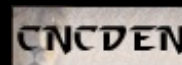
Renegade Info

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- CNCHQ(GR)
- CnC ReactoR(PL)
- CNC Inside(GR)
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Other Gaming

- DARKZERO
- Gen Online Resource
- CNC Active



Community Rotator

10076172

Dell Computers

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Monday, March 7th, 2011

CNC Saga Interview With EA_CIRE

Mon - Mar 7, 2011, 11:00 am [EST] posted by Lion

Community

German C&C fansite **CNC Saga** conducted an interview with the new C&C community manager EA_CIRE. Here's a snip.

CNC Saga: You are now Global Community Manager of EA, respectively Command and Conquer. A very difficult task, if you behold the person afore: APOC. Which feelings cause this and how does your new task feel?

EA_CIRE: There is one thing in which I've already beaten APOC - I am taller! But seriously, I know what footsteps he left behind and I have to try my best to fill them. It is a great feeling and a huge honor to be APOC's successor. It also feels good to work with this great team to form the future of C&C. Everybody saw how disappointed the community was with C&C4, and that makes me even more anxious to see the reaction of the C&C community once we reveal the new project we're working on.

CNC Saga: What can you tell us about Victory Games, the new EA studio and about the new Command and Conquer?

EA_CIRE: The new studio is great. We have these three offices around the world and everyone is specialized on a specific aspect of the game. That sets the base for delivering a AAA C&C game. Also it is great to know that there are still people on the team who've worked on C&C for a long time. Many people known by the community left in the past, but we still have some people here on the team who've worked on every single C&C since Red Alert 1!

CNC Saga: What do you think about the future of Command and Conquer?

EA_CIRE: To look into the future is always hard. But I think that C&C can be at a similar point as it was in the 90's.

Full interview with EA_CIRE (English version) is **HERE**. If you prefer reading it in German, do that **HERE**.

Ren Online

- CNC Mode Online
- Multiplayer Tips
- Keyboard Controls
- Radio Commands
- GDI Characters
- Nod Characters
- Structures
- Vehicles
- Weapons

Tiberian Sun

- TS Mods
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- Theme packs, etc
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Den Team

- Lion (Webmaster)
- RVMECH (Maps)
- The Qw1rk (Forums)
- MooMan65 (Forums)
- AircraftKiller (Maps)
- D. Paularena (Maps)
- gowmanAG (Maps)
- dratsab (Maps)
- Skwerl (Art)
- Minh (Art)

Network

- CNC DEN
- RADEN
- DGN Forums
- Privacy
- Legals

Monday, February 28th, 2011**TS Rising Update**

Mon - Feb 28, 2011, 4:36 pm [EST] posted by Lion

C&C3 Mods

(thanks **Cypher**) The total conversion mod for C&C3, **Tiberian Sun Rising**, has been updated recently. The update includes a look at the latest generation of the Brotherhood's AA base defence, the SAM site, and also a look at one of Nod's most lethal weapons, the Banshee.

Pic below is the Brotherhood's SAM site. Head **HERE** for more news and pics.



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Saturday, February 26th, 2011**Project Warfare Mod**

Sat - Feb 26, 2011, 12:30 pm [EST] posted by Lion

Game Mods

The mod I'm reporting about is NOT a C&C mod. It's a total conversion modification for StarCraft II. I'm bringing it to your attention because this mod is headed up by Alex 'DarkAlex' Tintor, one of the best level designers in the C&C Community, and of course a diehard C&C fan. He's also an honorary staff member of the DEN Network. His Starcraft mod codenamed 'Project Warfare' is inspired by C&C gameplay, and DarkAlex's reimagining of C&C and how he would have done it.

He's got a talented staff helping him out at **Blue Isle Studios**. You can also follow this mod on their ModDB site **HERE**. If you play Starcraft II, this is THE mod to watch for. C&C fans may want to purchase Starcraft II just to play this mod. Anyhoot, bookmark those sites and keep an eye on em!

Check out the screenshot below from the Project Warfare mod.



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Friday, February 25th, 2011

Meet Your New CM

Fri - Feb 25, 2011, 10:55 am [EST] posted by Lion

[Community](#)



The new online community manager for the Command & Conquer franchise is singing like a bird now that EA has cut him loose. Eric, the new CM, hails from Germany. To get acquainted with C&C fans he's posted up a little blog on the new **Official C&C Website**. That's right, a new website was launched along with new official forums (vBulletin). Here's a snip from the new CM.

Eric - AKA: CIRE...

I finally got the GO to lift my dark haze, so I can now announce my new job position here at Victory Games, located within EA Los Angeles. What is my new job? You - the Command & Conquer Community - are my new dedicated full time job. Every actively involved community needs a strong voice at the studio to represent their opinions! And that will be the focus of my new job. I already know many of the hardcore leaders around the C&C world, but most of them don't know me, so let me tell you a bit about myself.

Who am I?

My name is Eric, I am 23 years old and I live in Germany, well at least for now, because the sun and warmth of Los Angeles is already calling my name. I have been part of the C&C Community since the release of Generals in 2003. As the years passed by, I worked on different projects and community sites like CnC-Inside. It was in early 2007 when I started to see the community from another side - the EA side. The EA Community Team, which takes care of different EA franchises like Battlefield, Need for Speed and C&C for local European areas, asked me to join their team. I had some really great years collecting a lot of experience working with the community and contributing to projects like CommandCOM with our local Community Managers and APOC. Now, I find myself in the hot seat as your new global Community Manager for C&C, which is quite an honor for me.

You can read his entire blog **HERE**. At the end of his blog he simply states to **"Help us to bring C&C back to the crown of RTS gaming."** Not an unreasonable request. We need to keep an open mind and give the new C&C dev team and CM a chance to prove themselves.

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Wednesday, February 23rd,

Reporting For Duty Sir!

Wed - Feb 23, 2011, 12:25 pm [EST] posted by Lion

Community

The new C&C Community manager is in the C&C Studio and on duty. The caption for the picture down yonder that was place on the official **C&C Facebook** page reads..."The new commander is already on duty here at the studio - Do you recognize the helmet?"


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Victory Games to Develop Next C&C Game

Wed - Feb 23, 2011, 12:17 pm [EST] posted by Lion

Community

More news on a new C&C game in the works from **This Interview** on PC Gamer's World with the new C&C Community Manager Eric, and Jon Van Caneghem, the man in charge of the C&C franchise. So we have confirmation of a new Command & Conquer game in the works at a new studio called Victory Games. Here's a snip from the interview.

Eric: I am here with Jon Van Caneghem, the GM of Victory Games. Today you announced the name of your new studio as Victory Games - can you talk about what that means?

JVC: Sure. Victory Games was created to be the focal point

for the creation of strategy games for the Games Label at EA. Our current focus is making a AAA Command & Conquer game, which I am very excited to be working on. I've always been a big Command & Conquer fan.

Eric: A new Command & Conquer game? What can you tell me about it?

JVC: I can tell you it's a Command & Conquer game for the PC, but we're not yet at a stage where I can go into any details - we'll be prepared to make a more formal announcement later in the year. We're not just working on a game, though. Our general focus is on the future of Command & Conquer. That means updating a lot of the core technology to create a stable base for future development, and leveraging that work on this first game.

Eric: Sounds like you're very busy, and I'm looking forward to that announcement. Back to the studio, why "Victory Games?"

JVC: The initial idea came from the obvious parallel of winning in a strategy game, where the word "Victory" often ends up on your screen. The reason I think it fits so well is when you look at how to be successful in strategy games: it's the ability to anticipate, plan, and react. This is no different when it comes to the gaming industry - you must anticipate the direction of the genre and marketplace, plan for what the consumers are looking for, and stay nimble enough to react to environmental changes.

Eric: Where is Victory Games located?

JVC: We have offices in Los Angeles, CA; Austin, TX; and Shanghai, China. It almost feels like one location though, as we have video conferencing systems setup 24/7 which offers us a stronger and more personal level of communication between offices.

Eric: You re-launched the Command & Conquer website today - can you talk about that?

JVC: Yes, you will notice a few key upgrades on www.commandandconquer.com today. We've got a new look and feel, new and improved forums, and a much cleaner interface. Luckily we've hired a talented new community manager to help support all of these initiatives.

Eric: Why thank you! What else can you tell us about the people behind Victory Games?

JVC: We've put together a team made up of some of the best talent from previous Command & Conquer games along with a great mix of quality industry veterans. Everyone that we've brought on board is very passionate about making strategy games.

Head **HERE** for the full interview. Victory Games, huh? Well...let's give em a chance to prove themselves.

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C&C To Return?

Wed - Feb 23, 2011, 11:58 am [EST] posted by [Lion](#)

 [Community](#)

According to **THIS ARTICLE** on Rock, Paper, Shotgun, the cat was let out of da bag by mistake. Here's a sniperoo from that article.

This happened all of sudden, and quietly. EA stealth-rebooted its Command & Conquer **website**, announcing in quick succession a new community manager, a whole new studio and a brand new, mystery C&C game.

We thought it was all over. (C'mon, we didn't think it was all over for even a second). It isn't now. Sounds like they're really going for it this time. Commandingly, they sound like they want to conquer strategy again.

Edit - Voodoo Extreme report the site has reverted to its pre-OMG NEW GAME status, which suggests a cat was let out of the bag by mistake.

Very, very few details to go on as yet, but the new studio is based in three locations (LA, Texas, Shanghai), is called Victory Games and will head up EA's entire strategy portfolio (somewhat hobbled by the closure of EA LA last year). Was there really not a Victory Games before? It is a fine name. They should be proud of it.

The telltale line, so far, comes from the aforementioned new studio's boss Jon Van Caneghem, who says in an interview with his own site that "Our current focus is making a AAA Command & Conquer game, which I am very excited to be working on..."

Thankfully, AAA for once doesn't mean 'console.' He continues, "I can tell you it's a Command & Conquer game for the PC, but we're not yet at a stage where I can go into any details— we'll be prepared to make a more formal announcement later in the year. We're not just working on a game, though. Our general focus is on the future of Command & Conquer. That means updating a lot of the core technology to create a stable base for future development, and leveraging that work on this first game."

Head **HERE** for more. According to the official C&C website for the new game (site is offline now for some mysterious reason), in the about section it stated that the new C&C will "**combine classic RTS gameplay with bold new technology, innovative new concepts and, as always, tanks by the dozen.**"

[comments \(11\)](#) | [submit news](#) | [RSS](#) | [Share](#)

Monday, February 21st, 2011

Word From New C&C Community Manager

Mon - Feb 21, 2011, 12:49 pm [EST] posted by Lion

Community

Known only as EA_CIRE, our new C&C Community manager has made his first **Post** on the official C&C forums.

Knock Knock - I got a present for ya!

Hello my beloved C&C Community. Yes, your thoughts are right as there is a new Community Manager here at the Studio to fight for your needs. I can't tell you much about me right now, but I want to make sure that you all know that I am one of yours - I grew up with the whole C&C franchise and have been a dedicated part of this awesome Community for over 7 years now. But now the time has come where we need to get over the mistakes we've made in the past and use the lessons learned to prepare for the new C&C era.

I will tell you who I am with our first BOOM we're preparing - you will love it! So stay patient, my army of commanders. We'll need you on the future battlefields!

And trust me, I don't want to walk around with a paper bag on my head forever!!!

Hmmm...wonder who he really is? Anyhoot, I'm looking forward to the first BOOM, and hopefully it won't be a dud. 😊

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Tuesday, February 15th, 2011

SAAM Invites Public to Vote on Games

Tue - Feb 15, 2011, 1:50 pm [EST] posted by Lion

Community

The **Smithsonian American Art Museum** is inviting the public to help select the video games that will be included in its upcoming exhibition "The Art of Video Games," which opens in Washington, D.C. next year starting on March 16, 2012. Here's a tad more from the museum's website.

Voting will take place online, www.artofvideogames.org, from Feb. 14 through April 7, 2011. A valid e-mail address is the only requirement to vote. The website will offer participants a chance to vote for 80 games from a pool of 240 proposed choices in various categories, divided by era, game type and platform. The winning games will be displayed in the exhibition as screen shots and short video clips. The website will include an online forum where gaming enthusiasts can campaign for particular games and voice their opinions about the selections. The games on the voting site were selected for their graphic excellence, artistic intent and innovative game design. Results will be available online in May.

Two games created by Westwood Studios, Dune II (era 3) and Command & Conquer (era 4), are included for voting in the Combat/Strategy genre. Those of you who want to vote may do so **HERE**. Be patient when voting because for some reason it takes a while for each voting era section to load.

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